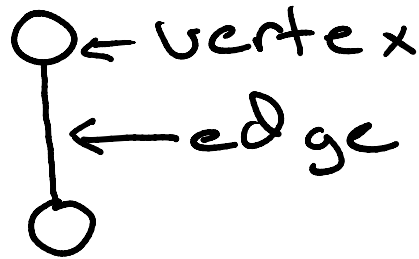


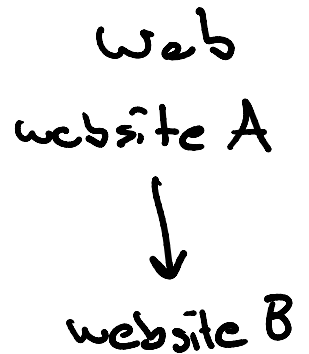
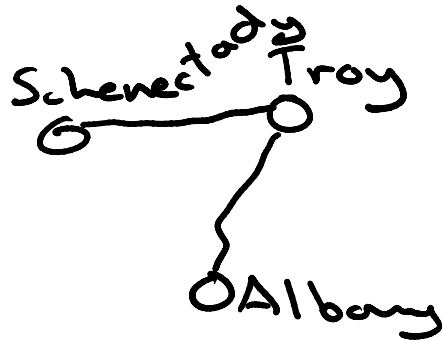
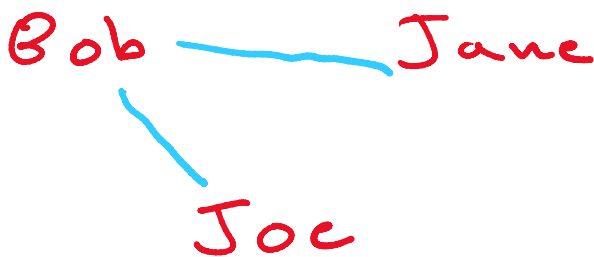
What is a graph?



Real-world graphs

social networks

Road networks



Properties: #edges #vertices

- Sparsity $\rightarrow |E| \ll |V|^2$

- Degree Skew $\rightarrow d_{min} \ll d_{max}$

- Hubs \rightarrow have some importance

- Irregularity \rightarrow no inherent structure

- Small-world \rightarrow low diameter

...

Basic Definitions

Graph $G \rightarrow$ tuple of vertices $V(G)$

$G = \{V(G), E(G)\}$ edges $E(G)$

for some $e \in E(G) \rightarrow e = (u, v)$

where $u, v \in V(G)$

u, v are endpoints of e

e joins u, v

u, v are incident on e

u, v are adjacent to each other

u, v are in each others' neighbor-

$u \in N(v), v \in N(u)$

hood

The degree of v is the number
of edges incident on v

$$d(v) = |N(v)|$$

Order of $G = |V(G)| = n$

Size of $G = |E(G)| = m$

If $|V|$ and $|E| < \infty$

$\rightarrow G$ is finite

If $|V|$ and $|E| = 0$

$V = \emptyset$ ← empty set

$\rightarrow G$ is null

If $|V| = 1$ and $|E| = 0$

$\rightarrow G$ is a trivial graph

If $|V| \geq 1$ and $|E| = 0$

$\rightarrow G$ is an empty graph

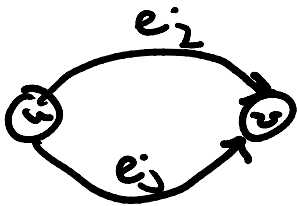
If $\exists e_i, e_j \in E(G)$ s.t. $e_i = (u, v)$

$e_j = (u, v)$



$\rightarrow G$ is a multi-graph

e_i, e_j are multi-edges



\rightarrow self-loop $\rightarrow e = (u, u)$




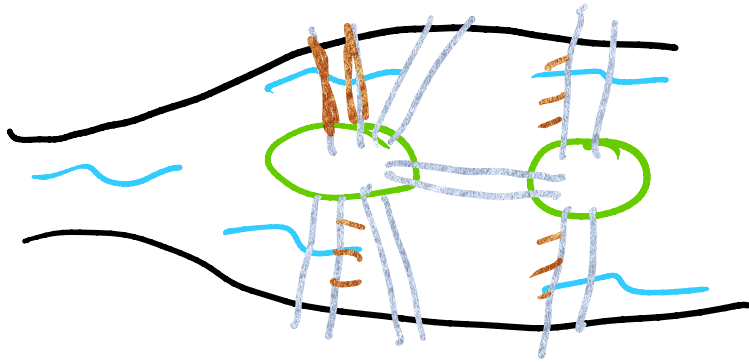
\rightarrow undirected self-loop

If G is simple $\leftrightarrow G$ has no multi-edges

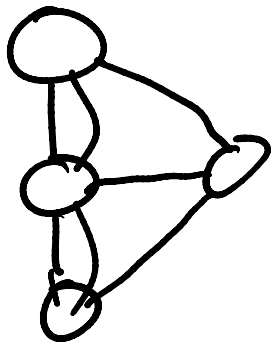
History of Graph Theory

Königsberg

Euler: ???



Can I start at
one point, and
traverse each
bridge exactly
once → return to start



Solution:
→ Invent graph theory
"Euler tour"